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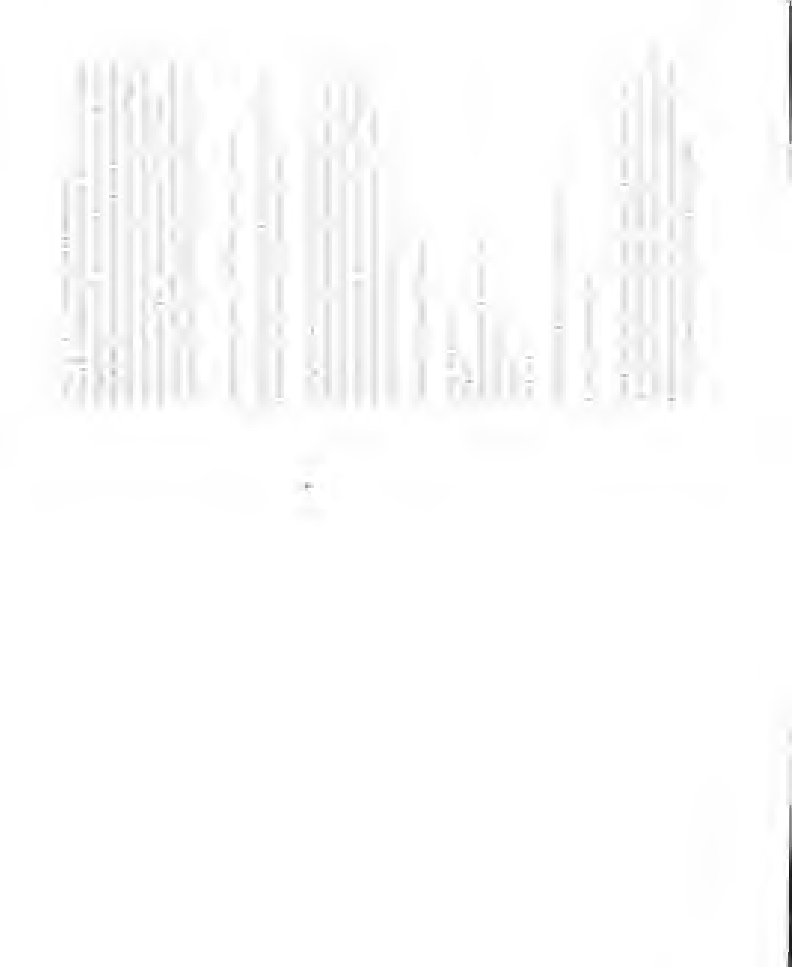
FREE 132 PAGE AMIGA E GUIDE

Amiga E

The new Amiga programming language

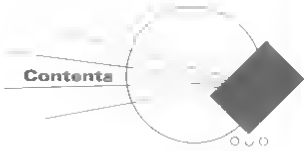
CU Amiga Magazine

Amiga E



Amiga E

A new and fast programming language for your Amiga



Chapter 1

Chapter 2

Chapter 3

Chapter 4

Chaptar 5

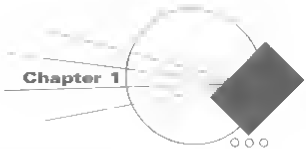
Chapter 6

Chapter 7

Chapter 8

Chapter 9

Chapter 10



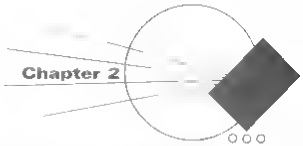
1. Introduction to Amiga E

1.1 A Simple Program

1.1.2 The code

1.1.3 Compilation

1.1.4 Execution



2. Understanding a Simple Program

2.1 Changing the Message

2.1.1 Tinkering with the example

2.1.2 Brief overview

```
PROC
Strings
```

2.2 Procedures

2.2.1 Procedure Definition

2.2.2 Procedure Execution

2.2.3 Extending the example

```
MODULE
  PROC main()
    WriteF( My first program
    fred()
  ENDPROC

  PROC fred()
    WriteF(    slightly improv
  ENDPROC
```

2.3 Parameters

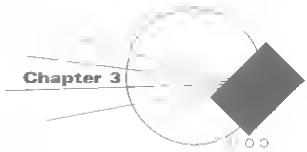
2.4 Strings

```
PROC main()
  WriteF( My fi
  fred()
ENDPROC

PROC fred()
  Write
ENDPROC
```

2.5 Style, Reuse and Readability

```
PROC main()
  WriteF( My first program\n )
  WriteF(      s right y  mp oved\n )
ENDPROC
```

2.6 The Simple Program



3 Variables and Expressions

3.1 Variables

3.1.1 Variable types

3.1.2 Variable declaration

3.1.3 Assignment

3.1.4 Global and local variables (and procedura parametars)

```
DEF w

FROC main()
DEF x
   x =2
   w =1
   fred()
ENDFROC

FROC fred()
DEF x
   x =3
   w =2
ENDFROC
```

[illegible]

```
DEF y

FROC onemore(x)
   y =x+1
ENDFROC
```

[illegible]

[illegible]

```
DEF y

FROC addthem(a, b)
   a =a+2
   y =a*b
ENDFROC
```

[illegible]

```
addthem(120 ,20)
addthem(y,y+1)
```

[illegible]

[illegible]

3 1.5 Changing the exemple

[illegible]

```
    WriteF( My first program\n )
    fred()
  ENDPROC

  PROC fred()
    WriteF(    brought to you by the
    number \d\n   236)
  ENDPROC
```

```
  PROC main()
    WriteF( My first program\n )
    fred()
  ENDPROC

  PROC fred()
    WriteF(    brought to you by the number
    \d and \d\e   16  236)
  ENDPROC
```

```
  PROC main()
    WriteF( My first program\n )
    fred(16  236)
  ENDPROC
```

```
    WriteF(    brought to you by the
    number \d\n   236)
  ENDPROC
```

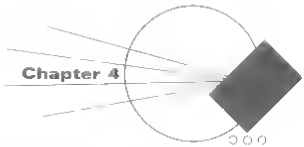
3.2 Expressions

3.2.1 Mathematics

```
  1+2+3+4
  15 5
  330/33
  3*3+1
```

3.2 2 Logic and comparison

3.2.3 Precedence and grouping



4. Program Flow Control

4.1 Conditional Block

```
IF x>0
   x=x+1
   WriteF  Increment  x is now  d\r   x
ELSEIF x<0
   x=-x 1
   WriteF  Decrement  x is now  d n   x
ELSE
   WriteF  Zero  x is 0\n )
ENDIF
```

```
SELECT x
  CASE 0
    WriteF  x is zero
  CASE 1
    WriteF  x is one
  DEFA
    WriteF  x is too large
ENDSELECT
```

4.1.1 'IF' block

```
IF <EXPRESSION>
  <STATEMENTSA>
ELSEIF <EXPRESSION>
  <STATEMENTSB>
ELSE
  <STATEMENTSC>
ENDIF
```

```
IF x>0 THEN x := x + 1
IF x>0
  x := x+1
ENDIF

IF x < 0 THEN WriteF('x is negative\n')
IF x < 0
  WriteF('x is negative\n')
ENDIF
```

EN

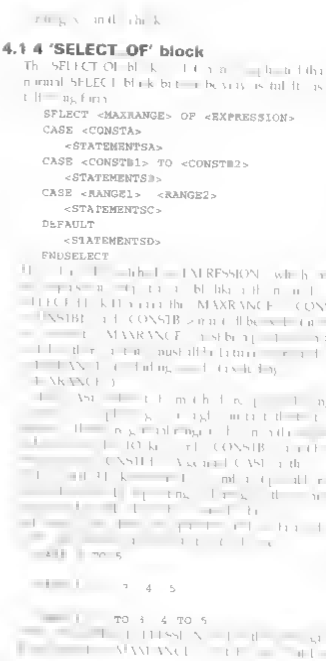
IF x>0
Write
ELSE
WriteF
ENDIF

4 1 2 'IF' expression

IF x>0 THEN x+1 ELSE 0

4 1 3 'SELECT' block

SELECT <VARIABLE>



4.1.4 'SELECT_OF' block

The SELECT_OF block is very similar to the normal SELECT block but has a slightly different syntax. The following form is used:

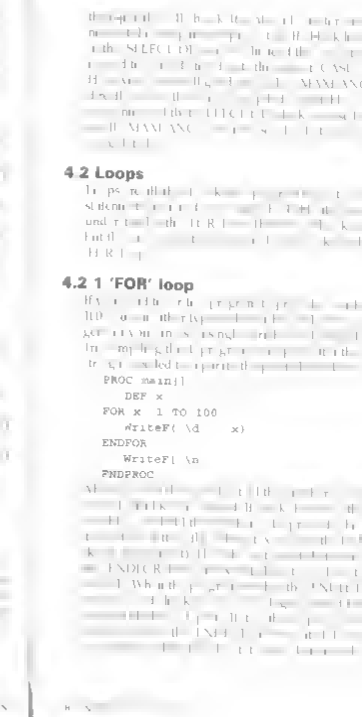
```
SELECT <MAXRANGE> OF <EXPRESSION>
CASE <CONSTA>
   <STATEMENTSA>
CASE <CONSTB1> TO <CONSTB2>
   <STATEMENTSB>
CASE <RANGE1>  <RANGE2>
   <STATEMENTSC>
DEFAULT
   <STATEMENTSD>
ENDSELECT
```

The <EXPRESSION> which is [illegible] will be evaluated and the result will be compared with the <MAXRANGE> constants. If <CONSTB> is used then <CONSTB2> must be greater than <CONSTB1>. The <MAXRANGE> constant must be a positive integer greater than zero. If the result of the <EXPRESSION> is greater than <MAXRANGE> then the DEFAULT block will be executed. If the result of the <EXPRESSION> is zero then the [illegible] block will be executed. Otherwise the CASE block with the matching constant will be executed. If the result of the <EXPRESSION> is between <CONSTB1> and <CONSTB2> then the CASE block with the TO keyword will be executed. If the result of the <EXPRESSION> is between <RANGE1> and <RANGE2> then the CASE block with the [illegible] keyword will be executed. Each of the CASE blocks must be terminated with a [illegible] keyword. The DEFAULT block is optional. The SELECT_OF block must be terminated with the ENDSELECT keyword.

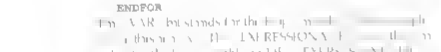
```
SELECT 5 OF EXPRESSION
CASE 1
   PRINT "ONE"
CASE 2 TO 4
   PRINT "TWO TO FOUR"
CASE 5 TO 5
   PRINT "FIVE"
DEFAULT
   PRINT "OUT OF RANGE"
ENDSELECT
```

4.2 Loops

4.2.1 'FOR' loop

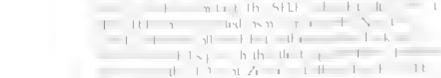


```
    FOR <VAR>      EXPRESSIONA> TO      LSSIONS>
  TEP <NUMBER>
    <STATEMENT"S>
ENDFOR
```



```
    VAR>     <EXPA> TO <EXPB> STEP <EXPC
  > STATEMENT>
```

4.2.2 'WHILE' loop



```
PROC main()
  DEF x
```

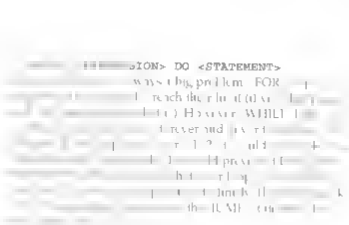

```
    x -1
  WHILE x<-100
    WriteF( \d    x)
    x =x+1
  ENDWHILE
    WriteF( \n )
  ENDPROC
```



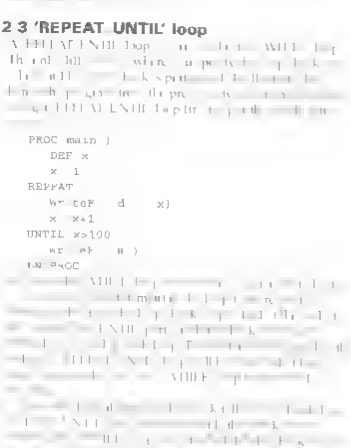
```
PROC main()
  DEF x y
    x
    y  2
  WHILE (x<10) AND ty<10
    WriteF( x is \d and y is  d\n    x  y
    x  x+2
    y  y+2
  ENDWHILE
  ENDPROC
```

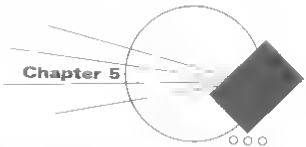


```
WHILE Ep
```



4 2 3 'REPEAT UNTIL' loop

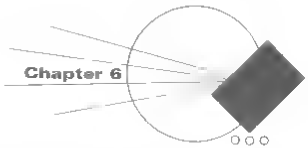




5. Summary

```
1  PROC main
2     DEF x y
3     x = 1
4     y = 2
5  WHILE (x<10) AND (y<10)
6     Write OF x is and y is and x
7     x = x * 2
8     y = y * 2
9     ENDWHILE
10 ENDPROC
```

LINE(S)	OBSERVATION
1 10	The procedure definition
1	The declaration of the procedure **main** with no parameters.
2	The declaration of local variables 'x' and 'y'
3, 4	Initialisation of x and y using assignment statements
5-9	The WHILE loop
5	The loop check for the 'WHILE' loop using the logical operator 'AND' the comparison operator < and parentheses to group the expression
6	The call to the (built-in) procedure 'WriteF' using parameters Notice the string, the place holders for numbers, \d and the linefeed, \n
7 8	Assignments to 'x' and 'y' adding two to their values.
9	The marker for the end of the 'WHILE' loop
10	The marker for the end of the procedure



6. Procedures and Functions

6.1 Functions

```
PROC main()
DEF sum
   sum -12+79
   WriteF( Using +  sum is \d\n   sum
   sum  add(12  9)
   WriteF( Using add  sum is \d\n   sum
ENDPROC

PROC add(x  y)
DEF s
   s  x+y
ENDPROC s
```

```
Using +  sum is 91
Using add  sum is 93
```

```
PROC add(x  y
DEF s
   s =x+y
RETURN s
ENDPROC
```

```
PROC limitedadd x y
   IF x>10000
RETURN 10000
   ELSEIF x<  300
RETURN  10000
   ELSE
RETURN x+y
ENDIF
 * The following code
x )
IF x  THEN RETURN 9999 EL  F  1 PN  9999
ENDPROC
```

6.2 One-Line Functions

```
PROC <NAME> [<ARG1>  <ARG2>        )S
   <EXPRESSION>
```

```
PROC <NAME> [<ARG1>  <ARG2>        RETURN
   <EXPRESSION>
```

```
PROC add(x y  IS x+y
```

6 3 Default Arguments

```
PROC play(track=
   Write  playing to play track  d\r
   track
 * Rest of the code    */
ENDPROC
```

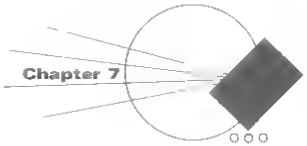
```
PROC main()
play(1)      Start playing from track 1
play(6)      Start playing from track 6
play()       Start playing from track 1
ENDPROC
```

```
PROC fred(x  y  z  IS x+y+z  No
defaults

PROC fred(x  y  z  IS x+y=z  z)
defaults to

PROC fred(x  y=23  z)  IS x+y+z  y)
and z have defaults

PROC fred(x  y=23  z) IS x+y+z
Illegal  no z default
```

```
PROC fred(x=9  y  z=1) IS x+y+z
Illegal  no y default
```

6.4 Multiple Return Values

```
PROC movediag(x  y) IS x+6  y+4
   PROC main()
      DEF a  b
      a  b =movediag(10  3)
      /* Now a should be 10+6  and b should
      be 3+4 */
      WriteF( a is \d  b is \d\n   a  b)
   ENDPROC
   a b  6+movediag(10 3)      > No obv ous
   value for b
PROC main
   DEF a  b
      /* The next two lines ignore the
      second return value */
      a  movediag(10  3)
      WriteF( x coord of Movediag(21  4) >
      is  d\n   movediag(21 4))
ENDPROC
```



7. Constants

7.1 Numeric Constants

NUMBER	DECIMAL VALUE
21	21
143	143
$1A	26
$B1	177
%1110	14
%1010	10
z	122
19045	19045
-A	-65

7.2 String Constants: Special Character Sequences

SEQUENCE	MEANING
\0	A null (ASCII zero)
\a	An apostrophe
\b	A carriage return (ASCII 13)
\e	An escape (ASCII 27)
\n	A linefeed (ASCII 10)
\q	A double quote (ASCII 34)
\t	A tab (ASCII 9)
\\	A backslash \

```
WriteF( Here  s an apostrophe  n
```

7.3 Named Constants

```
CONST ONE=1  LINEFEED=10  BIG NUM=999999
```

```
CONST ZERO 0
CONST ONE ZERO+1
```

7.4 Enumerations

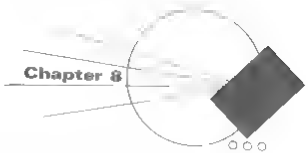
```
ENUM LONDON  MOSCOW  NEW YORK  PARIS  ROME
TOKYO
```

```
PARIS 3  ROME 4  TOKYO=5
```

```
ENUM APPLE  ORANGE  CAT-55  DOG  GOLDFISH

CONST APPLE 0  ORANGE 1  CAT 55  DOG 56 >
GOLDFISH 57
```

7.5 Sets

```
SET ENGLISH  FRENCH  GERMAN  JAPANESE >
RUSSIAN

CONST ENGLISH 1  FRENCH 2  GERMAN 4 >
JAPANESE 8  RUSSIAN 16

CONST ENGLISH %00001  FRENCH %00010 >
GERMAN %00100  JAPANESE=%01000 >
RUSSIAN=%10000
```



8. Types

8.1 'LONG' Type

8.1.1 Default type

```
    [redacted]
    [redacted] [redacted] LONG  q  r LONG]
    [redacted] zed LONG
      <STATEMENTS>
[redacted] PROC
```

[redacted]

8.1.2 Memory addresses

[redacted]

8.2 'PTR' Type

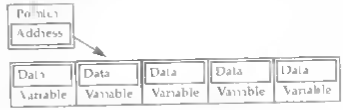
[redacted]

8.2.1 Addresses

[redacted]

[redacted]

[redacted]



8.2.2 Pointers

[redacted]

```
                    TO INT
                    PTR TO gadget
```

8.2.3 Indirect types

```
    * This program fragment is illegal
  declarations *
   DEF c CHAR , i INT
   /* This program fragment is illegal
   declarations */
   PROC fred(a INT, b CHAR)
   DEF x INT
      <STATEMENTS>
   ENDPROC
```

8.2.4 Finding addresses (making pointers)

```
   DEF x

   PROC main()
      fred(2)
   ENDPROC

   PROC fred(y)
      DEF z
         WriteF('x is at address \d\t\t{x}\n',
         WriteF('y is at address \d\t\t{y}\n',
         WriteF('z is at address \d\n\t\t\t',
   ENDPROC
```

8.2.5 Extracting data (dereferencing pointers)

```
PROC main ()
  fred
:
PROC fred
  INT x, y, z:
  x := 0
  y := 1
  barney (x)
  WriteInt (x, x)
:
PROC barney (VAL INT val)
  INT ptr:
  ptr := val + 1
:
```

8.2.6 Procedura parametars

8.3 'ARRAY' Type

8.3.1 Tablas of data

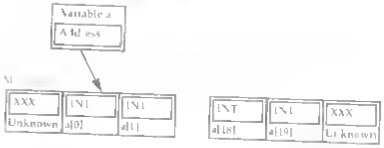
```
DEF a[132] ARRAY
   table[21] ARRAY OF LONG
   ints 3] ARRAY OF INT
   ob e 54] ARRAY OF myob ect
```

8.3.2 Accessing array data

```
  DEF a[10] ARRAY

  PROC main()
    DEF i
    FOR i  0 TO 9
    a[i] =i*i
  ENDFOR
    WriteF( The 7th elemen  t
    a is \d\n    a 6
    a[a[2]]   10
    WriteF( The array is now
    FOR i  0 TO 9
    writeF(  af d[   \d\
  ENDFOR
  ENDPROC
```

8.3.3 Array pointers

```
DEF a[10] ARRAY OF INT

PROC main()
  DEF ptr PTR TO INT
  FOR i =0 TO 9
    a[i] =i
  ENDFOR
  ptr := a
  ptr++
  ptr[] := 22
  FOR i =0 TO 9
    WriteF('a[\d] is \d\n', i, a[i])
  ENDFOR
ENDPROC
```



8.3.4 Point to other elements

```
DEF a[10] ARRAY OF INT

DEF a PTR TO INT
addr := p
```

8.3.5 Array procedure parameters

```
PROC fillin(ptr PTR TO INT  x)
  DEF i
  FOR i := 0 TO x - 1
    ptr[] := i
    ptr++
  ENDFOR
ENDPROC
```

```
PROC fillin2(ptr PTR TO INT  x)
  DEF i
  FOR i := 0 TO x-1
    ptr[i] := i
  ENDFOR
ENDPROC
```

```
PROC fillin3(ptr PTR TO INT  x)
  DEF i
  FOR i := 0 TO x - 1 DO ptr[] := i++
ENDPROC
```

8.4 'OBJECT' Type

8.4.1 Example object

```
OBJECT rec
   tag  check
   table[8] ARRAY
   data LONG
ENDOBJECT

PROC main()
   DEF a rec
   a.tag := 1
   a.check := a
   a.data := a.tag+10000*a.tag
ENDPROC
```

8.4.2 Element selection and element types

```
OBJECT rec
   tag  check
   table[8] ARRAY
   data LONG
ENDOBJECT

OBJECT table
   data PTR TO LONG
   table PTR TO rec
   rec.table[2] ARRAY OF rec
ENDOBJECT

PROC main()
   DEF rec : PTR TO rec
   subrec : table
   subrec := rec.table[1]
   subrec.data[1] := 1
   rec.table[1].table[1].data := 4
   rec.table[1].table[2].data := 5
   rec.table[1].table[3].data := 6
ENDPROC
```

```
b.subrec.tag
```

```
b.rec.table[3].table[4].data := 4
```

```
      data 1
ENDOBJECT

PROC main
   DEF a[10
   p :=
   FOR i :=0
   a[i].tag
   p.check
ENDFOR
FOR i :=0 TO 9
   IF a[i].tag<>a[i].check
   WriteF('Whoops a[\d] went
ENDIF
   ENDFOR
ENDPROC
```

8.4.3 Amiga system objects

8.5 'LIST' and 'STRING' Types

8.5.1 Normal strings and E-strings

```
   DEF s:PTR TO CHAR
   s:='This is a string constant'
   /* Now s[1] is "" and s[2] is  */
```

```
   DEF s
   s:='This is a string constant'
```

```
DEF s[30] STRING
```

8.5.2 String functions

```
DEF s[37] STRING

DEF b PTR TO CHAR
s  String 37
```

```
StrCmp(STRING
DEF s1  STRING
```

```
StrOop(STRING
```

```
    StrLen( abc )
    StrLen( abc\0def )
```

EstrLen(<E STRING>)

SbMax(<E STRING>)

RightStr(<F STRING1> <F STRING2> <LENGTH>)

MidStr(<F STRING> <STRING> <INDEX> <LENGTH>)

```
    DEF s[30] STRING
    MidStr(s   Just four   5
    MidStr(s   Just four apples   5  4
```

InStr(<STRING1> <STRING2> <STARTINDEX> 0)

[illegible]

TrimStr(<STRING>)

[illegible]

```
DEF s:PTR TO CHAR
s:=TrimStr(  \n  t      2345
```

LowerStr(<STRING>)

[illegible]

UpperStr(<STRING>)

[illegible]

SetStr(<STRING>, <LENGTH>)

[illegible]

```
DEF s[10]:STRING, a
/* Remember that 'a' is a fare... 
value */
[illegible]
/* At this point s is just an
array of CHAR */
SetStr(s, 3)
/* Now s can be used as an E string
again */
SetStr(s, ...)
/* s is a bit shorter than... 
string */
```

[illegible]

Val(<STRING>, <ADDRESS>, NIL)

[illegible]

```
DEF s[30]:STRING, value, chars, p:PTR
TO CHAR
StrCopy(s, ... $3F ... 0 ...
value, chars:=Val(s abcde 0 ...
return values
/* After the above line value and chars
will both be zero */
value:=Val(s, {chars}) ... address
of chars
/* value is now 10, chars will be ... */
p:=...+chars
/* p now points to the space after the 0
in s */
value, chars:=Val(p)
/* Now value is $3F (63), chars is 6 */
```

8.5.3 Lists and E-lists

8.5.4 List functions

[illegible]

ListAdd(<E-LIST>,<LIST>,<LENGTH>=ALL)

[illegible]

```
DEF lt[30]:LIST
ListCopy(lt, [1,2,3,4])
ListAdd(lt, [5,6,...8])
```

ListLen(<LIST>)

[illegible]

ListMax(<E-LIST>)

[illegible]

SetList(<E-LIST>,<LENGTH>)

[illegible]

ListItem(<LIST>,<INDEX>)

[illegible]

```
WriteF(ListItem(['Fred','Barney','Wilma'],
name))

DEF lt:PTR TO LONG
lt:=['Fred','Barney','Wilma']
WriteF(lt[name])
```

8.5.5 Complex types

[illegible]

8.5.6 Typed lists

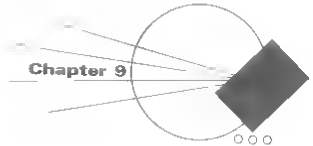
[illegible]

```
DEF ints:PTR TO INT, objects:PTR TO rec,
p:PTR TO CHAR
ints:=[3,2,1]:INT
p:='fred'
objects:=[1,2,p,4,300,301,'barney',303]:rec
```

[illegible]

```
  DEF ints[3]:ARRAY OF INT, objects[2]:ARRAY
  OF rec, p:PTR TO CHAR
  ints[0]:=3
  ints[1]:=2
  ints[2]:=1
  p:='fred'
  objects[0].tag:=1
  objects[0].check:=2
  objects[0].table:=p
  objects[0].data:=4
  objects[1].table:='barney'
  objects[1].tag:=300
  objects[1].data:=303
  objects[1].check:=301
```

[illegible]



9 More About Statements and Expressions

9.1 Initialised Declarations

```
SET ENGLISH FRENCH GERMAN JAPANESE
RUSSIAN

CONST FREDLANGS=ENGLISH OR FRENCH OR GERMAN

DEF fredspeak FREDLANGS
  PTR NIL PTR TO LONG  Q=0 PTR TO rec

PROC fred()
  DEF x  y 88
  /* Rest of procedure */
ENDPROC
```

9.2 Assignments

```
IF  x*z) 0
   Wr  ef  Error  y*z  s zero (and x>
   s zero) n
ELSF
   Wr  e   OK  y*z  s not zero (and x
   s y*z  n
ENT IF

X  y*z
IF x=0
   n  OF  Erro   y*z is zero  and x is >
   ze   n
FLSI
   Wr  e   OK  y*z  s  ot ze   (and x  s>
   z*z!
EN IF
```

9.3 More Expressions

9 3 1 Side-effects

9.3.2 'BUT' expression

```
fred[(x*12*3) BUT x+y]

x =12*3
fred[x+y]
```

9.3.3 Bitwise 'AND' and 'OR'

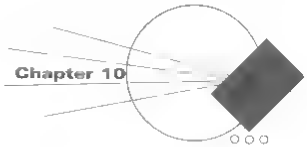
X	Y	X OR Y	X AND Y
1	1	1	1
1	0	1	0
0	1	1	0
0	0	0	0

```
PROC main()
   test[TRUE    TRUE\t t
   test[FA SE   FALSE\t\
   test[1   \t\t
   test 4  4\t\t
```

```
    test('TRUE OR TRUE  TRUE OR TRUE\t )
    test('TRUE AND TRUE   TRUE AND TRUE\t
    test(1 OR 4   1 OR 4\t\t )
    test(1 AND 4  1 AND 4\t\t )
ENDPROC

PROC test(x  title)
   WriteF('title)
   WriteF(IF x THEN   's TRUE\n  ELSE   )
   is FALSE\n )
ENDPROC
```

3.4 'SIZEOF' expression

```
OBJECT rec
   tag  check
   table[8] ARRAY
   data LONG
ENDOBJECT

PROC main()
   WriteF('Size of rec object is \d')
   by es\n   SIZEOF rec)
ENDPRO
```



10. E Built-In Constants, Variables and Functions

10.1 Built-In Constants

TRUE FALSE

NIL

ALL

CADCELTSIZE

DIDFIEL NEWIII

STRIIN

```
PROC main ()
  DEF s PTR TO CHAR  len
  s := 12345678
  len  STRLEN
  WriteF(s)
  WriteF( \nis \d characters long\n  len)
ENDPROC
```

10.2 Built-In Variables

```
fred fixe txt  a big file  another
file txt  a big file  another
```

sldin sldoul

sfdrisl

dosbase execbase

10.3 Built-In Functions

10.3.1 Input and output functions

PLACE-HOLDER	PARAMETER TYPE	PRINTS
	Number	Character
d	Number	Decimal number
	Number	Hexadecimal number
s	String	String

SEQUENCE	MEANING
	Left justify in field
r	Right justify in field
z	Set fill character to 0

```
PrintLn<STRING><TARAXAL><TARAXAL>
StringIf<USTRING><STRING><ARG1><ARG2>
        DEF s$131( STRING
        StringF(s$ "\z\d[5] is a number" 123)
OutH<FILEHANDLE><CHAR>
WriteF(s$ "\s\n" ReadStr(fh s$))
ReadStr(<FILEHANDLE><ESTRING>)
FileLength(<STRING>)
```

SetStdIn(FILEHANDLE)

SetStdOut(<FILEHANDLE>)

10.3.2 Intuition support functions

OpenW(<X> <Y> <WID> <HGT> <IDCMP> <WFLGS> <TITLE> SCRN> <SFLGS> <GADS> <TAGS>=NIL)

<X> <Y>

<WID> <HGT>

<IDCMP> <WFLGS>

TITLE>

SCRN> <SFLGS>

<GADS>

<TAGS>

IDCMP FLAG	VALUE
IDCMP_NEWSIZE	$2
IDCMP_REFRESHWINDOW	$4
IDCMP_MOUSEBUTTONS	$8
IDCMP_MOUSEMOVE	$10
IDCMP_GADGETDOWN	$20
IDCMP_GADGETUP	$40
IDCMP_MENUPICK	$100
IDCMP_CLOSEWINDOW	$200
IDCMP_RAWKEY	$400
IDCMP_DISKINSERTED	$8000
IDCMP_DISKREMOVED	$10000

WINDOW FLAG	VALUE
WFLG_SIZEGADGET	$1
WFLG_DRAGBAR	$2
WFLG_DEPTHGADGET	$4
WFLG_CLOSEGADGET	$8
WFLG_SIZEBRIGHT	$10
WFLG_SIZEBBOTTOM	$20
WFLG_SMART_REFRESH	$0
WFLG_SIMPLE_REFRESH	$40
WFLG_SUPER_BITMAP	$80
WFLG_BACKDROP	$100
WFLG_REPORTMOUSE	$200
WFLG_GIMMEZEROZERO	$400
WFLG_BORDERLESS	$800
WFLG_ACTIVATE	$1000

CloseWI<WINPTR

OpenSI<WID> <HGT> <DEPTH> <SCRNRES> <TITLE> <TAGS> NIL

<DEPTH>

<SCRNRES>

<TITLE>

<TAGS>

MODE FLAG	VALUE
V_LACE	$4
V_SUPERHIRES	$20
V_PFBA	$40
V_EXTRA_HALFBRITE	$80
V_DUALPF	$400
V_HAM	$800
V_HIRES	$8000

CloseS(<SCRNPTR>)

GadgetI(<BUF><GUISF><ID><TAGS>X><Y><WIDTH>
<TEXT>)

<BUF>

<CLIST>

<ID>

BUTTON PRESSED	VALUE
Left	%001
Right	%010
Middle	%100

```
PROC waitmessage(win PTR TO window)
  DEF port msg PTR TO
  intuimessage class code qual iaddr)
  port wio userport
  IF (msg GetMsg(port ) NIL
    REPEAT
      WaitPort(port)
    UNTIL (msg GetMsg(port))<>NIL
  ENDIF
  class  msg class
  code  msg code
  qual  msg qualifier
  iaddr  msg iaddress
  ReplyMsg(msg)
ENDPROC class
```

MsgCode()

MsgIaddr()

MsgQualifier()

WaitLeftMouse<WINPTR>

10.3.3 Graphics functions

Plot<X><Y><PEN>

Line<X1><Y1><X2><Y2><PEN>

Box<X1><Y1><X2><Y2><PEN>

Colour<FORE PEN><BACK PEN>

```
TextE(<X> <Y> <FORMAT STRING> <ARG1> <ARG2> ...)
    This ... like Write except that the ... is
    left ... from ... the ... and ... stays put (... is
    the ... left ... of ... the ... string, ...
    ... <X> <Y>). Take ... with ... the ... and ...
    ... no ... value. ... are ... the ... and ...
    ... the ... left ... of ... the ... Write ...


SetColour(<SCRN#|R> <PEN> <R> <G> <B>)
    Set ... the ... colour ... stored ... SCRN# ... pen
    ... to ... the ... RGB ... values. ... RGB ...
    ... can ... be ... in ... the ... range ... 0 ... to ...
    ... 255. ... By ... default ... the ... screen ...
    ... colours ... are ... set ... to ... the ... same ...
    ... values ... as ... the ... pens ... of ... the ...
    ... same ... number. ... If ... R ... is ...
    ... specified ... the ... background ... colour ...
    ... is ... set. ... Background ... colours ...
    ... are ... used ... when ... clearing ... the ...
    ... screen ... or ... when ... printing ... spaces ...
    ... to ... the ... screen.


SetStdRast(<NEWRAST>)
    Returns ... the ... current ... standard ... rast ...
    ... you ... the ... ability ... to ... pass ... rast ...
    ... to
    ...
    oldstdrast = SetStdRast(newstdrast)

    oldstdrast = stdrast
    stdrast = newstdrast


SetTopaz(<SIZE>)
    Sets ... the ... current ... font ... to ... Topaz ...
    ... 8 ... or ... Topaz ... 9. ... Any ... other ... font ...
    ... will ... be ... ignored.
```

10.3.4 Maths and logic functions

```
We ... the ... standard ... maths ... operators ... (+, ...
-, ... *, ... /, ... ^) ... and ... functions ... (SIN, ...
COS, ... TAN, ... ATN, ... LOG, ... EXP, ... SQR, ... ABS, ...
INT, ... RND) ... in ... the ... same ... way ... as ... in ...
other ... BASICs. ... Logical ... operators ... (AND, ...
OR, ... NOT, ... XOR) ... are ... also ... available ...
for ... use ... in ... numerical ... expressions. ...
Non-zero ... values ... are ... considered ... TRUE ...
and ... zero ... is ... considered ... FALSE. ...
Comparisons ... (=, ... <>, ... <, ... >, ... <=, ... >=) ...
return ... TRUE ... or ... FALSE ... and ... can ...
be ... used ... in ... numerical ... expressions. ...
Note ... that ... TRUE ... is ... not ... equal ... to ...
1 ... but ... to ... -1. ... Use ... the ... NOT ... function ...
to ... convert ... TRUE ... to ... 1 ... and ... FALSE ...
to ... 0. ... The ... following ... functions ... are ...
also ... available:
```

ABS(<EXPRESSION>)
    Returns ... the ... absolute ... value ... of ... EXPRESSION.

Sgn(<EXPRESSION>)
    Returns ... the ... sign ... of ... EXPRESSION ... (-1, ...
    0 ... or ... 1).

Even(<EXPRESSION>)
    Returns ... TRUE ... if ... EXPRESSION ... is ... even, ...
    ... FALSE ... if ... not.

Odd(<EXPRESSION>)
    Returns ... TRUE ... if ... EXPRESSION ... is ...
    ... FALSE ... if ...

10.3.5 System support functions

NewS(<BYTES>)

NewR(<BYTES>)

NewM(<BYTES>[,TYPE])

```
MODULE

PROC na
   DEF m
   m -NewM 20  MEMF
   WriteF( Allocation
   $\h\n   m)
EXCEPT
   IF exception  NEW" THEN
   WriteF( Failed\n )
ENDPROC

ADDRESS>]

DMFILE>]

BYTES
```

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